KONAMI

Instruction Manual

DUNGEON QUEST

ダンジョンクエスト

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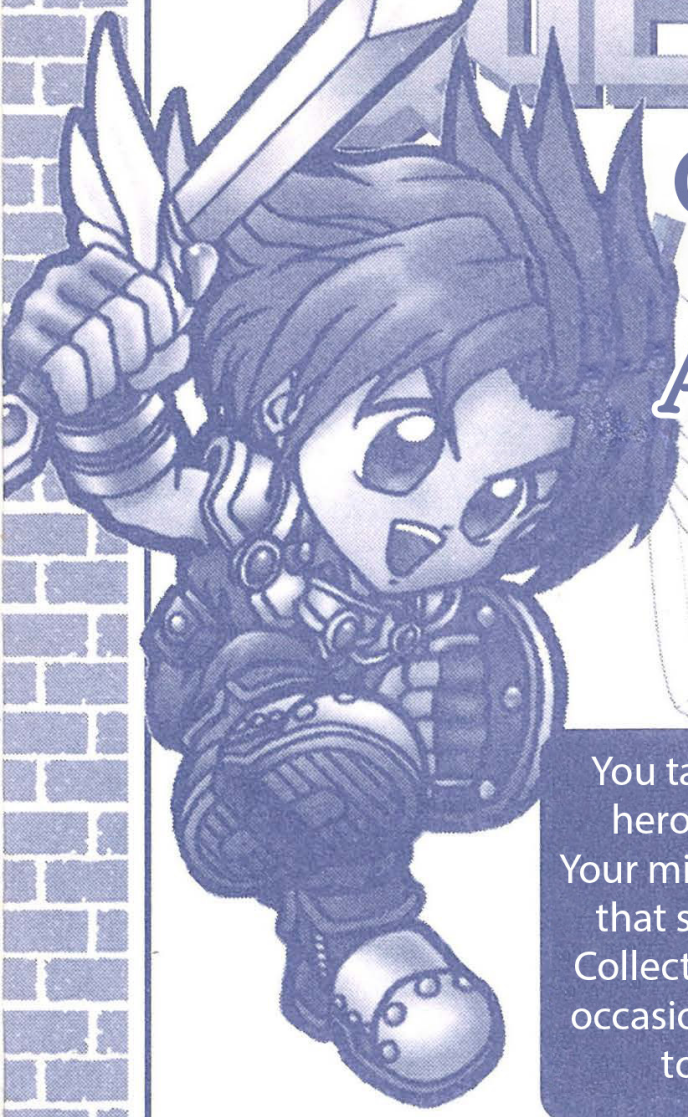
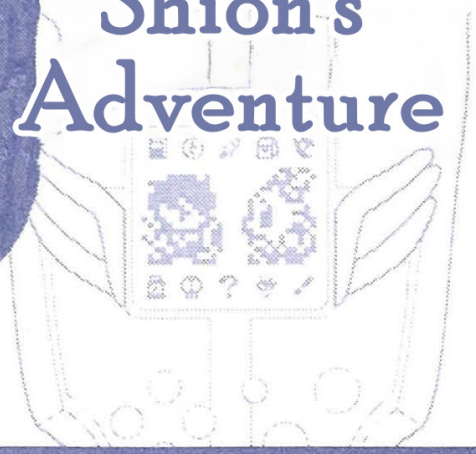


Chapter 1: Shion's Adventure



You take on the role of the brave hero "Shion" in another world. Your mission is to explore dungeons that serve as nests for monsters. Collect items, battle monsters, and occasionally form bonds with allies to overcome challenges!

Read from 1 ~ 10

Story

This is a tale of adventure in a completely different world.

Shion was living peacefully, helping his parents on a small farm.

One day, however, monsters suddenly appeared from the mountains to the west, and Shion's father was attacked. Shion tried to save him, but his father drew his last breath.

At the same time, in a neighboring kingdom, a princess was abducted by a monster and disappeared into the western mountains.

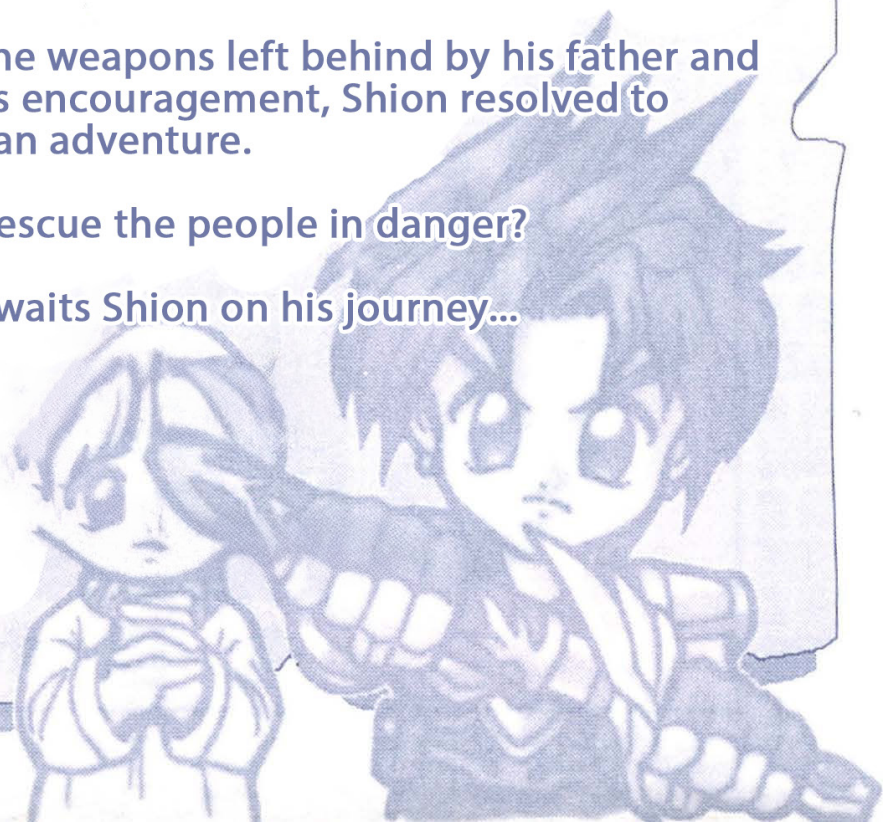
After Shion's father's funeral, his grieving mother spoke to him:

"...Shion, you are the descendant of a courageous lineage. Your father entrusted you to us so that you could drive out the monsters..."

Receiving the weapons left behind by his father and his mother's encouragement, Shion resolved to embark on an adventure.

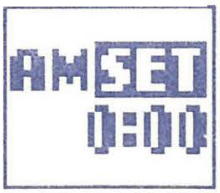
Can Shion rescue the people in danger?

And what awaits Shion on his journey...



1 Before Playing

1. Remove the insulation sheet attached to the device.
2. Press the reset button using a thin object like a toothpick.
   - Do not press hard with sharp objects such as pencils.
3. Set the clock.
   - On the clock-setting screen, use the directional keys up and down to set the hour, and left and right to set the minutes. Press the C button to confirm.



How to View the Clock

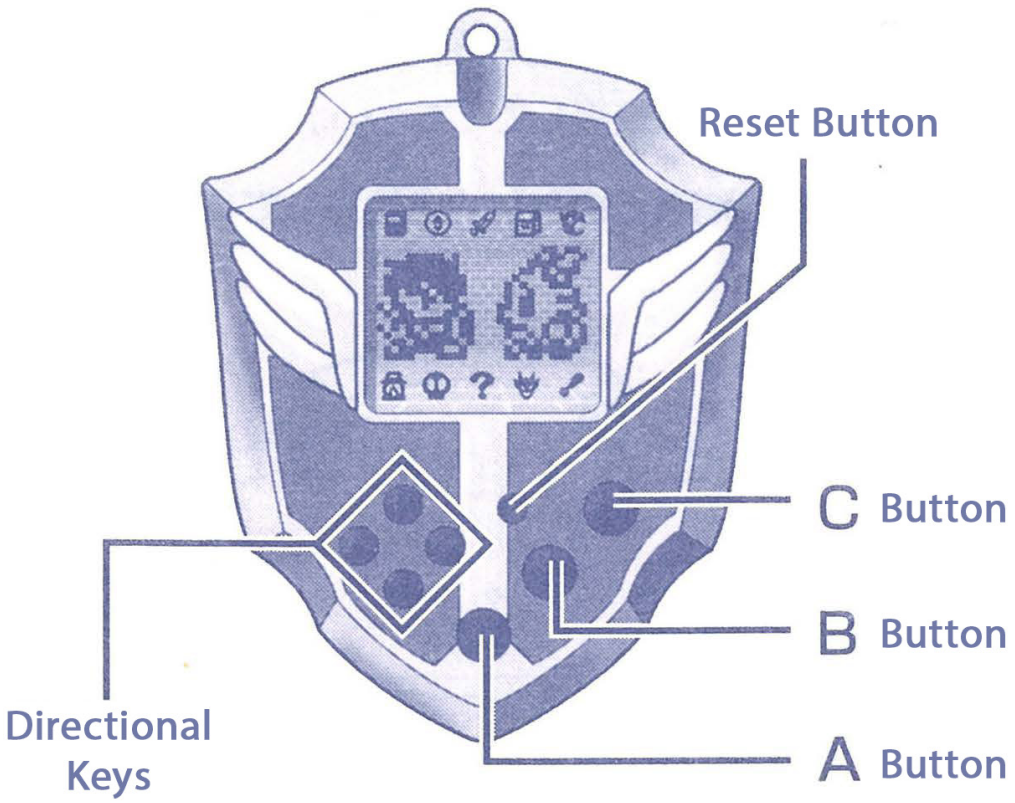
During gameplay, press B + C to display the clock.
On the clock screen, press A + C to resume the game.
To adjust the clock on the clock screen, press the directional key and B button.

Note: If no operation is performed during gameplay, the clock display will automatically appear.

2 Game Features

- This game operates on a "turn-based" system. Monsters act after the player moves or attacks, so your strategy determines whether you gain an advantage or not.
- The effects of items and dungeon layouts change every time you play, allowing for a new experience each time! However, be careful—if you get a game over, you'll return to Level 1 and lose your items.
- Through the communication feature, you can trade items and make friends. You never know what might be sent to you—it could be an item you've never seen before! Explore and discover various things!

3 Controls

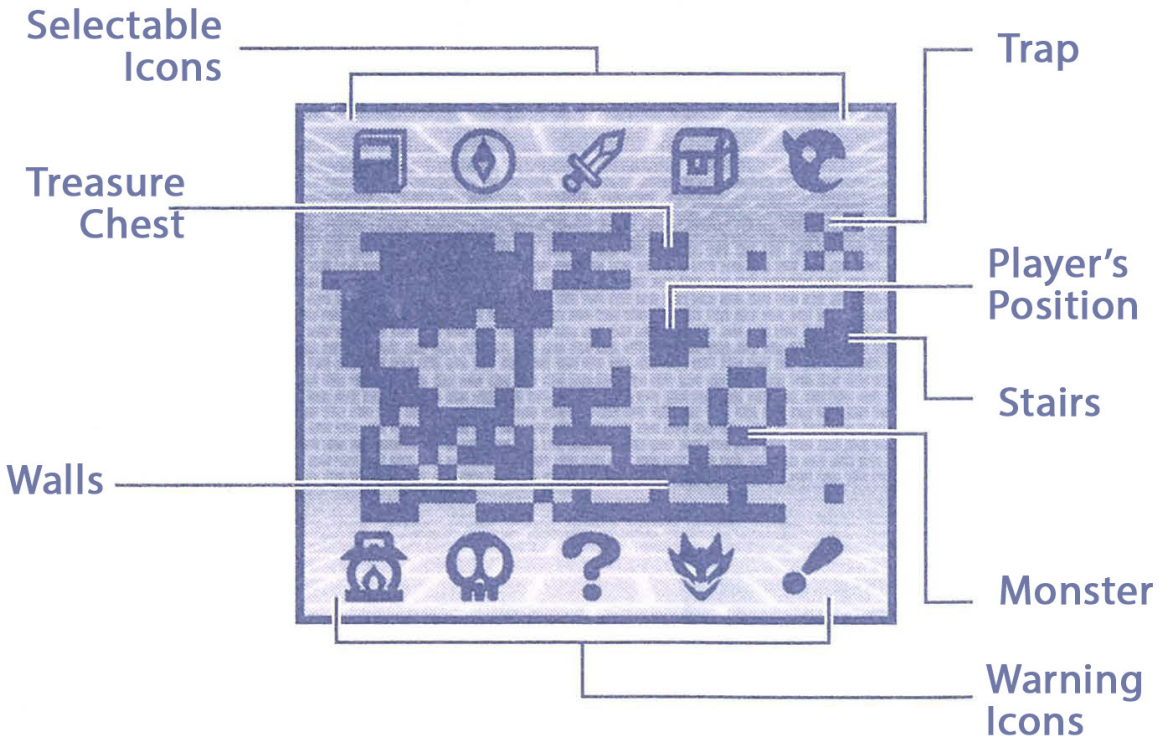


Directional Keys	Move Shion in eight directions (up, down, left, right, and diagonals)
A (Attack) Button	• Attack monsters • Open treasure chests or investigate the floor • Scroll icons backward
B (Cancel) Button	• Used with the directional key to turn and face in a specific direction (you can also check monsters) • Cancel actions in each mode
C (Icon) Button	Scroll through icons

To toggle sound On/Off:

During gameplay, press the B Button while holding the A Button.

4 Icons



■ Icon Descriptions

Status Icon

Press the C Button to display icons, then use the directional key to select one. The corresponding status will be shown. (Press the B Button to return to the normal screen.)

Map Icon

Press the C Button to display icons, then use the directional key to select one. It shows explored areas of the current floor. It also displays the number of items you have.

Weapon Icon

Use this to equip swords, shields, or other items. You can also use monster eggs.

Item Icon

Use medicines, magic scrolls, rods, and more.

Negotiation Icon

When you select this icon with the **C Button** during battle, you can negotiate with monsters. If successful, the monster will become your ally and give you a "Monster Egg." You can use this egg in battles to have it fight in your place.

Lamp Icon

As the adventure progresses, the fuel (OIL) for your lamp decreases. When it runs low, the lamp will flash.

Poison Icon

Indicates that the player has been poisoned and is losing health.

Confusion Icon

Shows that the player is in a confused state.

Curse Icon

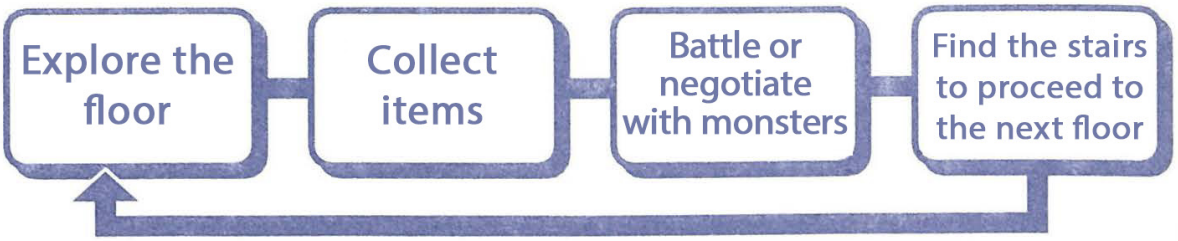
If cursed when equipping weapons or items, the curse icon will appear, and the curse will remain active for a time.

HP Icon

Flashes when your HP is decreasing.

5 Game Progression

This game involves exploring dungeons filled with monsters. Within each floor, the game proceeds as follows. Repeat these steps to conquer all 30 floors!

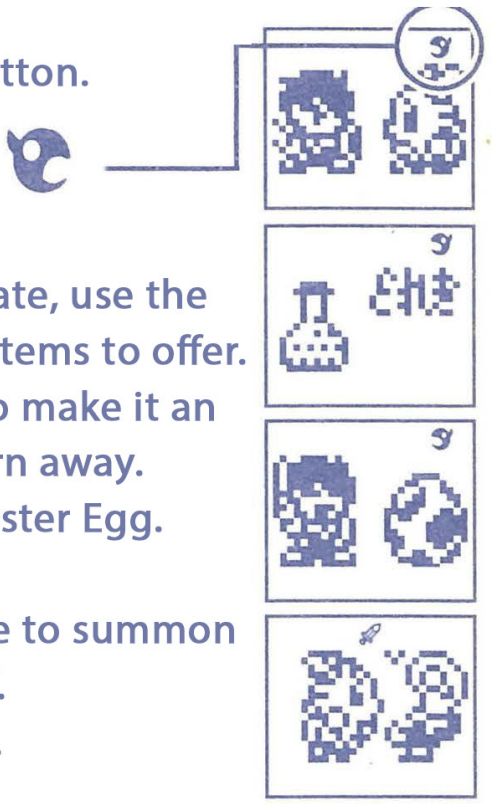


6 Can Monsters Be Allies?!

Monsters in dungeons may sometimes respond to negotiations. If a negotiation is successful, the monster will become your ally!

1. Check the monster using the B Button.

2. Select the negotiation icon.



3. If the monster is willing to negotiate, use the directional keys to select money or items to offer. You can give these to the monster to make it an ally. If it refuses, the monster will turn away. Allied monsters will give you a "Monster Egg.

4. Use the Monster Egg during battle to summon that monster to fight on your behalf.
Note: Each egg can be used only once.

7 Exchange Items/Eggs

If you connect another "Dungeon Quest" device, you can exchange items or Monster Eggs with each other.

※ *Note: A communication fee of 10 GOLD is required*

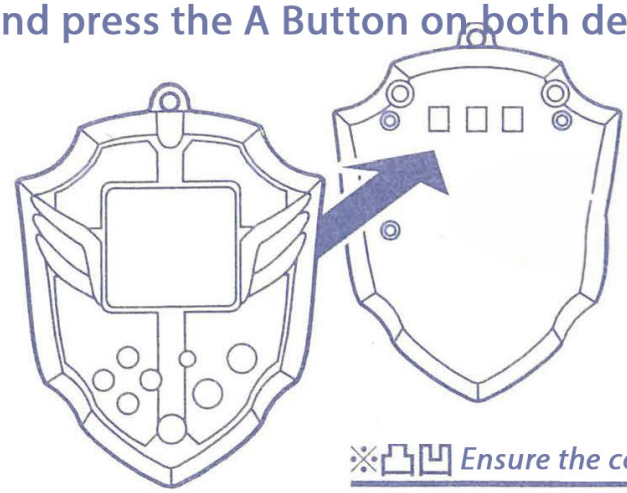
Steps to Exchange

① When there are no monsters nearby, select the **MAP Icon**, press the **down directional key**, and access the item communication screen.

② Select the type of item to exchange.

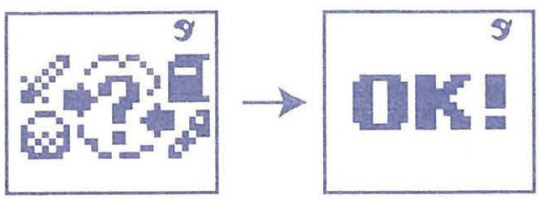
- Use the up **directional key** for items and **down** for eggs.

③ Connect the devices back-to-back as shown in the diagram and press the A Button on both devices.



※凸凹 *Ensure the connection points align securely*

④ If the communication is successful, "OK!" will be displayed. After "OK!", press the A Button to confirm the exchanged items. If "ERROR" is displayed, reconnect the devices and try pressing the A Button again.



***Note:** Items being exchanged may transform during communication. Some items can only be obtained this way—enjoy the surprise of seeing what you receive!*

8 Monster List

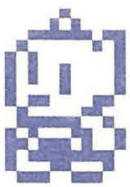
Here's a brief introduction to the monsters lurking on each floor of the dungeon. The deeper you go, the stronger the monsters get, so stay on your guard!

Poyon

A very weak slime. It dreams of becoming strong (apparently)

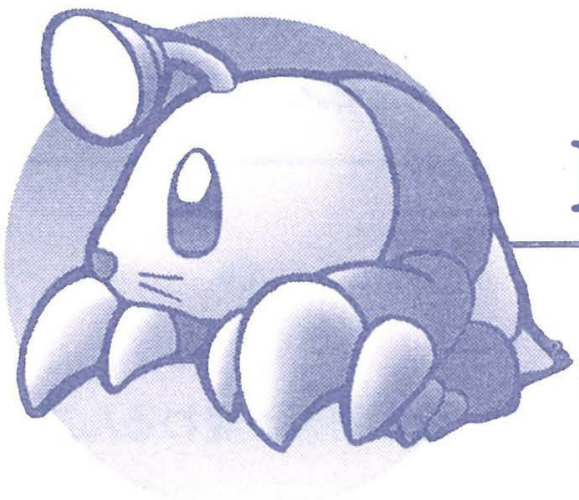
- Appears on Floor: B1F (Basement 1st Floor)

Gobrun



Attacks by charging with its hardened head.

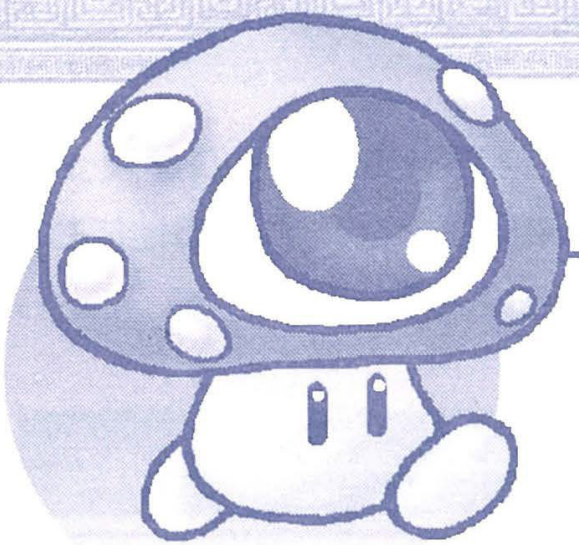
- Appears on Floor: B1F



Moglamp

Hides in holes, waiting silently for prey to approach.

- Appears on Floor: B2F (Basement 2nd Floor)



Nyokki

Uses its large eye under the mushroom cap to confuse enemies.

- Appears on Floor: B4F

Hakoiri Musume

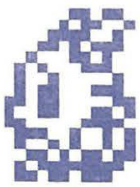
Hides in treasure chests and enjoys surprising people. Also known as "Mimic."

- Appears on Floor: B8F

Gametoru

Specializes in stealing adventurers' money.

- Appears on Floor: B8F



Cocoron

A baby dragon. Its appearance is cute, but its fire attacks are powerful.

- Appears on Floor: B9F

Game Strategy Tips

- Weapons obtained through communication are strong. Save up money and keep exchanging to acquire powerful weapons!
- Special items can only be obtained through communication. Simply having them will grant their effects.
- If you clear the game once, you can carry over the sword and shield you had equipped at that time to your next playthrough.

9 Item List

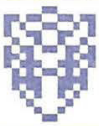
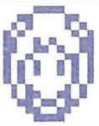
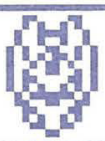
Treasure chests scattered across the floors contain various items. Here's an introduction to the types and effects of these items. Additionally, there are legendary items with incredible power!

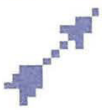
剣 Swords

	Short Sword	A sword equipped at the beginning.
	Long Sword	Slightly increases attack power.
	Katana	The strongest among dropped swords.
	Wing Sword	Effective against specific monsters.
	Iron Rod	Carried by specific monsters.
	Fire Sword	Strong against monsters weak to fire.
	Dragon Slayer	Effective against dragons and monsters weak to water.

盾 Shields

	Small Shield	A shield equipped at the beginning.

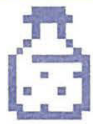
	Wooden Shield	A shield made of hard wood. Slightly increases defense
	Steel Shield	The strongest of the dropped shields.
	Turtle Shield	A shield made from a turtle's shell. Provides significantly high defense power.
	**Fairy Shield**	Provides very high defense power and is very lightweight.
	**Goddess Shield**	A shield engraved with the image of a goddess.
	**Dragon Shield**	A shield adorned with a dragon's head.

	Gold (Currency)	Used to pay for monster negotiations or communication.
	**Bow and Arrows**	Enables long-range attacks. Can carry up to 99 arrows.
	Oil	Fuel for the lamp. Decreases by 1 per floor.
	Monster Egg	Contains a monster that joined you after successful negotiation.

The effects of the following items may change during gameplay. Refer to this list to confirm their effects!

薬 Medicine

	White Medicine
	Orange Medicine
	Blue Medicine
	Red Medicine

	Yellow Medicine
	Green Medicine
	Black Medicine

Item Effects (Type of Medicine)

Recovery Medicine I	Restores 20 HP
Recovery Medicine II	Restores 50 HP
Recovery Medicine III	Restores 80 HP
Poison Medicine	Reduces 1 HP every 4 turns
Antidote Medicine	Cures poison
Confusion Medicine	Prevents you from walking straight
Universal Medicine	Restores 30 HP and cures all status effects except curses

指環 Rings

	Angel Ring
	Devil Ring
	Moon Ring
	Star Ring

	Amethyst Ring
	Diamond Ring
	Snake Ring

Item Effects (Type of Rings)

Ring of Strength	Increases attack power
Ring of Weakness	Decreases attack power
Ring of Defense	Increases defense power
Ring of Fragility	Decreases defense power
Ring of Accuracy	Attacks always hit (ineffective against strong enemies)
Ring of Recovery	Increases HP recovery rate
Ring of Trap Avoidance	Prevents player from triggering traps

魔導書 Magic Scrolls

	Scroll of the sun
	Scroll of the Moonlight
	Scroll of the Stars
	Scroll of the Vermilion Bird

	Scroll of the Azure Dragon
	Scroll of the White Tiger
	Scroll of the Black Tortoise

Item Effects (Type of Scrolls)

Sword Scroll	Enhances the abilities of your sword.
Shield Scroll	Enhances the abilities of your shield.
Sacred Scroll	Removes curses.
Cursed Scroll	Places a curse on an item.
Floor Scroll	Reveals the entire map and traps on the floor.
Identification Scroll	Identifies an item's properties.
Transformation Scroll	Changes an item into something else.

魔導杖 Magic Rods

	Saturn Rod
	Winged Rod
	Shine Rod
	Sunface Rod

	Cloud Rod
	Bat Rod
	Butterfly Rod

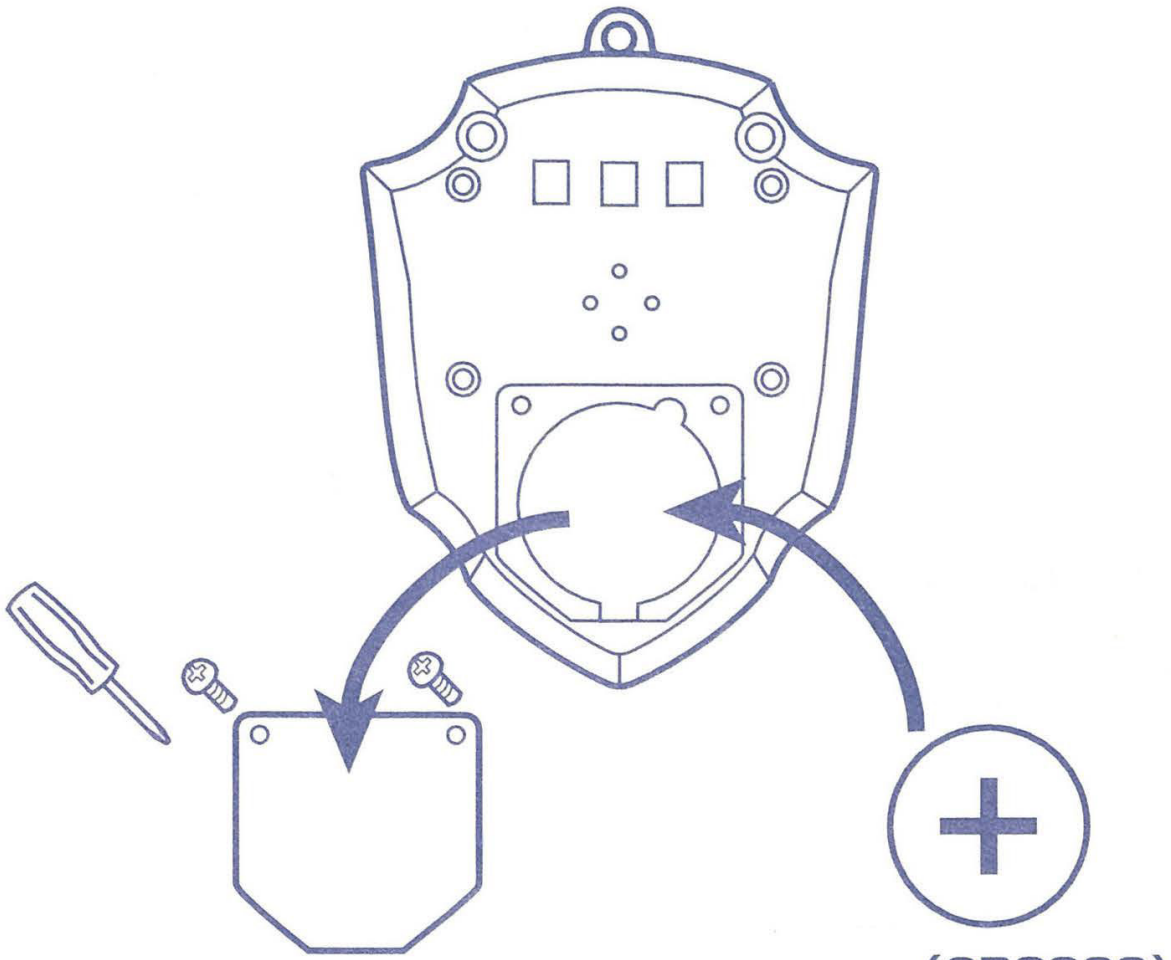
Item Effects (Types of Magic Rods)

Rod of Thunder	Attacks by calling down lightning.
Rod of Sleep	Puts enemies to sleep.
Rod of Swap	Swaps your position with an enemy's.
Rod of Blasting	Launches enemies far away.
Rod of Sealing	Seals an enemy's special attacks.
Rod of Confusion	Causes enemies to enter a state of confusion.
Rod of Slime	Transforms enemies into slimes.

10 How to Replace the Battery

When the battery runs out, the LCD screen may dim or turn off. When this happens, replace the battery promptly.

Please be careful to use the correct type of battery.



Steps to Replace the Battery:

- As shown in the diagram, unscrew the screws on the back of the device and remove the cover.

- Remove the depleted battery and insert a new button battery (CR2032) with the positive side (+) facing up.

- Press the tabs into place, close the cover, and reattach the screws.

Caution

To Guardians: Please read this carefully.
Button batteries (CR2032), battery covers, screws, and similar small parts can pose a risk of accidental ingestion (especially for children under 3 years old).

Misuse of batteries can lead to overheating, rupture, or leakage. Please follow the precautions below:

Battery Replacement

Battery replacement (CR2032) should be performed by a guardian.
Insert the battery with the correct (+) and (–) orientations.
Do not short-circuit, charge, disassemble, heat, or expose the battery to fire.
If a button battery is accidentally swallowed or fluid from the battery gets into the eyes, immediately consult a physician. If battery fluid comes into contact with the skin or clothing, wash with water.

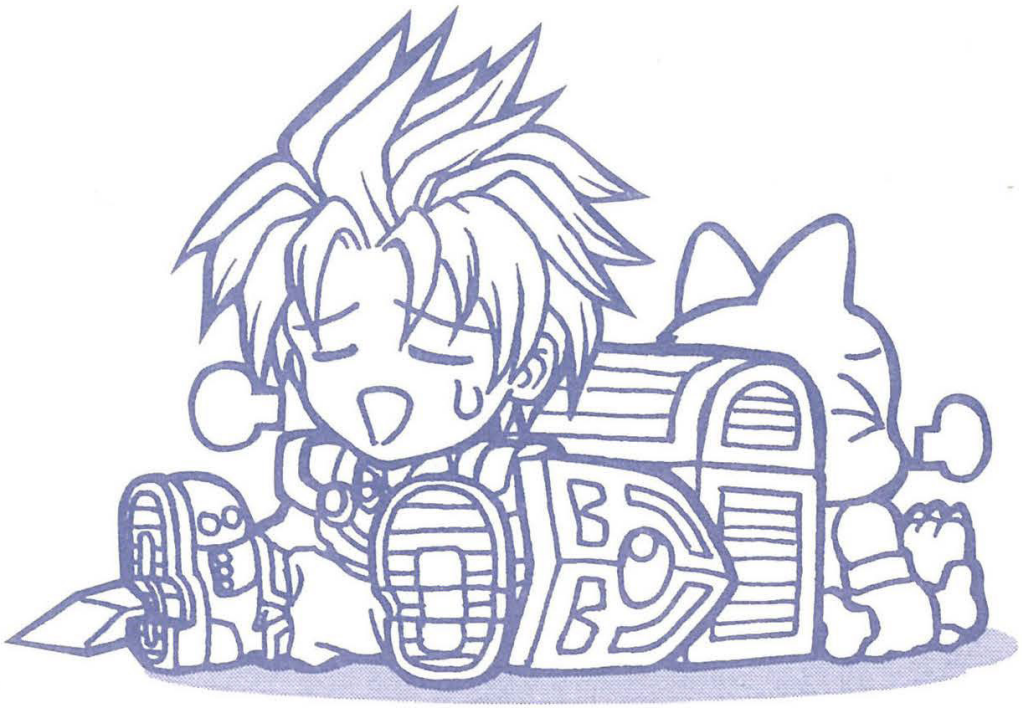
Device Care

Avoid submerging the device in water or wetting the connection ports, as it may cause malfunctions.
Usage Precautions
This device contains delicate electronic components. Avoid dropping it, submerging it in water, or exposing it to high or low temperatures. Do not attempt to disassemble or soil the device. Use and store it properly.

The blister (transparent packaging) is part of the protective material. Dispose of it immediately after opening.

Battery Information

Battery Type: One button battery (CR2032) included (test battery).
Battery Life:
Approximately 40 days with 1 hour of daily gameplay.
Approximately 1 year when used only for time display.
Clock Accuracy: ±3 seconds per day (at room temperature).



To Our Customers
If you have any questions or concerns about the product, please contact our Customer Consultation Desk through the Konami Hotline at the details below.

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For inquiries about the product:

Customer Consultation Desk - Konami Hotline
Toll-Free Dial: 0120-086-573

Business Hours:
Monday to Friday (excluding holidays)
10:30 AM - 12:00 PM / 1:00 PM - 5:00 PM

Please make sure to dial the correct number.

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